

KONAMI®

Dip Switch
Settable For
Arcade
or
Street Version

LETHAL ENFORCERS



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Service & Parts #

708-215-5100

George Limonez Ext. 122 or 123
Catherine Hilario Ext. 123

INSTRUCTION MANUAL

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LETHAL ENFORCERS II
GUN FIGHTERS has the
capability of two different play
settings.

ARCADE VERSION

1 or 2 people may play at the same time. The players must use their skill to advance to higher stages.

STREET VERSION

1 or 2 people may play at the same time. The players may choose their level when the stage select screen appears.

*Konami recommends **STREET VERSION** settings for any **ADULT** location. (See page 3 Dip Switch Settings.)

LETHAL ENFORCERS II

GUN FIGHTERS

Part #	Description
191010	Gun Fighters AC Harness
191011	Gun Fighters DC Harness
312003	Gun Fighters PCB
312100	Gun Fighters Control Panel Overlay
312104	Gun Fighters Upper Bezel Decal
312105	Gun Fighters Lower Bezel Decal
312200	Gun Fighters Marquee
312300	Gun Fighters Upper Right Side Decal
312301	Gun Fighters Upper Left Side Decal
312302	Gun Fighters Middle Right Side Decal
312303	Gun Fighters Middle Left Side Decal
312304	Gun Fighters Lower Right Side Decal
312305	Gun Fighters Lower Left Side Decal
312400	Gun Fighters Manual
312800	Gun Fighters Pink Gun
312801	Gun Fighters Blue Gun
312900	Gun Fighters Holster
30284	Red 2" Start Button
30285	Blue 2" Start Button
35205	ISO Transformer
35406	Power Supply
40101	Coin Door With Meter
40214	Marquee Bracket
40213	Monitor Glass Bracket
40361	Mirror Glass
40356	Monitor Glass
40357	Marquee Glass
40531	25" Monitor
40700	Light Fixture
40702	Light Bulb

LETHAL ENFORCERS II

GUN FIGHTERS

WIRING HARNESS

		Solder Side		Parts Side	
BLACK		GND	A	1	GND
BLACK		GND	B	2	GND
RED		+5V DC	C	3	+5V DC
RED		+5V DC	D	4	+5V DC
		NOT USED	E	5	NOT USED
ORANGE		+ 12V DC	F	6	+ 12V DC
		*KEY	H	7	*KEY
BROWN/YELLOW	COIN COUNTER		J	8	COIN COUNTER
		(EMPTY)	K	9	(EMPTY)
		(EMPTY)	L	10	(EMPTY)
		(EMPTY)	M	11	(EMPTY)
WHITE/GREEN	VIDEO GREEN		N	12	VIDEO RED
WHITE	VIDEO SYNC		P	13	VIDEO BLUE
		(EMPTY)	R	14	VIDEO GROUND
		(EMPTY)	S	15	TEST SWITCH
WHITE/VIOLET	COIN 2		T	16	COIN 1
RED/GREEN	START 2		U	17	START 1
		(EMPTY)	V	18	(EMPTY)
		(EMPTY)	W	19	(EMPTY)
		(EMPTY)	X	20	(EMPTY)
		(EMPTY)	Y	21	(EMPTY)
		(EMPTY)	Z	22	(EMPTY)
		(EMPTY)	a	23	(EMPTY)
		(EMPTY)	b	24	(EMPTY)
		(EMPTY)	c	25	(EMPTY)
		(EMPTY)	d	26	(EMPTY)
BLACK		GND	e	27	GND
BLACK		GND	f	28	GND

(BASE COLOR/LINE COLOR)

LETHAL ENFORCERS II

GUN FIGHTERS

TECHNICAL INFORMATION

TECHNICAL INFORMATION

- (1) Required power capacity
GND-Vcc 5V 4A or more
GND-(+12V)
*See the Wiring Diagram.
- (2) Output
R (red) analog, positive
G (green) analog, positive
B (blue) analog, positive
SYNC. H-V complexed, negative
- (3) The monitor should be horizontal and face up installed.
- (4) There is no sound volume knob on the PCB. Sound level should be adjusted in the "SOUND OPTIONS" in the Manual Test mode. (See page 6.)
- (5) Handle with care.

DIP SWITCH SETTINGS AND CABINETS AVAILABLE

This game is equipped with 2 way 8-bit DIP SWITCH on the main PCB; The following changes will easily be done with these DIP switches.

DIP SWITCHES

	CONTENTS	ON	OFF
sw1	SOUND OUTPUT	MONAURAL	STEREO
sw2	COIN MECHANISM	INDEPENDENT	COMMON
sw3	STAGE SELECTION	YES	NO

*Bold letters show default settings.

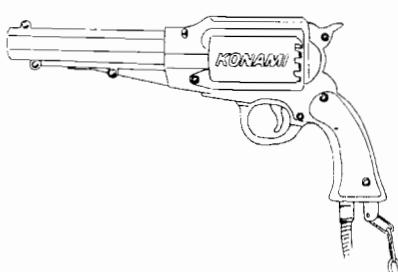
Note:

- 1) sw4 thru sw8 on Dip switch 1 and Dip switch 2 aren't used.
- 2) On the STEREO cabinet, set sw1 on Dip switch at "ON" so that you can get better music and sound effects.
- 2) Regarding other sound options, game options and coin options, refer to "Manual Test" on page 6.

CONTROL PANEL INFORMATION

Use a dual control panel with a gun and a start button for each player.

GUN



START
BUTTON



LETHAL ENFORCERS II GUN FIGHTERS TECHNICAL INFORMATION (cont.)

PLAY INSTRUCTION

(STARTING NO STAGE SELECTION TYPE GAME)

- 1 or 2 players can play at the same time. Second player can join in at any time.
- Deposit coins and press START button.

(STARTING STAGE SELECTION TYPE GAME)

- 1 or 2 players can play at the same time. Second player can join in at any time.
- Deposit coins and press START button, and the stage select screen will appear. Aim and shoot the screen to select stage. If you are playing with another player, the first selection is accepted.

(HOW TO PLAY)

- Aim and shoot the enemies to kill them.
- Don't shoot innocent people. If you shoot them, you lose one life.
- Reload your gun by shooting off screen at any time.
- Shoot power up weapons for that power.

50 Caliber Sharp: Large caliber bullets. You can shoot 6 bullets without reload.

Rifle: 12 round bullets. You can shoot 12 bullets without reload.

Double Rig: 2 round burst. You can shoot 12 bullets without reload.

Shot Gun: Large gauge. You can shoot 5 bullets without reload.

Gatling Gun: Full automatic. You can shoot 24 bullets only.

Cannon: Explosive. You can shoot 8 bullets only.

- You lose your life by enemy's shots, or shooting innocent people.
- You can get extra lives with high scores. (The operator can change the settings in the "GAME OPTIONS.")
- When you set the game mode with no stage selection, there are 5 stages and 2 bonus stages. When you defeat the boss enemy in each stage, you can go on to the next stage. • When you set the game mode with stage selection, you can choose the stage out of 5 stages.
- Continuation is available.

SELF TEST

Normal: "OK" will be displayed. Then the game will start.

Abnormal: "BAD" will be displayed and self test will repeat.

MANUAL TEST

(1) HOW TO START

After switching on the power, press the TEST SWITCH on the main PCB or on the cabinet, and you will get the MAIN MENU of the Manual Test.

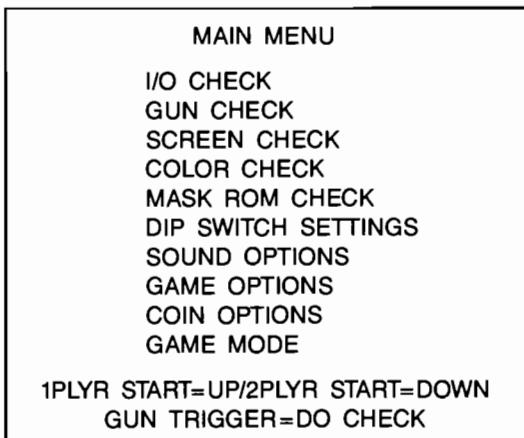
NOTE: Switching on with TEST SWITCH pressed causes the program in the EEPROM to be initialized to default.

(2) HOW TO RETURN TO THE GAME MODE

Select "GAME MODE" on the MAIN MENU with START button, then pull gun trigger to return to the game mode.

(3) ITEMS AND HOW TO SELECT

Press player 1 START button to move up the menu, and press player 2 START button to move down the menu, selected menu item shows by red color, then pull either player 1 or player 2 gun trigger to initiate testing. Press player 1 START button during or at the end of each test to return to the MAIN MENU.

**(4) EXPLANATION OF THE ITEMS****1. I/O CHECK**

Check both START buttons and Triggers to see "ON" when switched on. Press player 1 and 2 START buttons at the same time to return to MAIN MENU.

2. GUN CHECK

Check gun and monitor's condition. Cross-hatch screen appears, then you can aim and shoot with both guns. You'll see green dot after you're shot at. If you cannot shoot some area, you need to adjust the monitor or gun.

3. SCREEN CHECK

Adjust focus, alignment, size, etc. using the cross-hatch screen.

4. COLOR CHECK

In color bar screen, you can adjust color brightness so that the specified area will be colorless. Improper adjustment causes the problems in game play. When you press player 2 START button, the screen will be filled with red, green, blue, white then back to color bar screen.

5. MASK ROM CHECK

Roms will be checked one after another, and the message "OK" or "BAD" will be displayed on the screen.

6. DIP SWITCH SETTINGS

Screen shows the present settings. To modify settings, turn ON/OFF the DIP switch 1 on the main PCB.

7. SOUND OPTIONS

The following screen will appear. Push player 1 or player 2 START button to select item and pull gun trigger to modify setting. Factory settings are shown in green, and modified results in red. (Settings below are not always the factory settings.) After modification is completed, select "SAVE AND EXIT" and pull player 1 (2) trigger to save and return to MAIN MENU.

LETHAL ENFORCERS II

GUN FIGHTERS

TECHNICAL INFORMATION (cont.)

SOUND OPTIONS

SOUND IN ATTRACT MODE=ALL THE TIME

SOUND VOLUME=13

SOUND SCALE CHECK

FACTORY SETTINGS

SAVE AND EXIT

EXIT

1PLYR START=UP/2PLYR START=DOWN

GUN TRIGGER=MODIFY SETTING

- ...Select out of "ALL THE TIME," "COMPLETE OFF," "ONCE EVERY 4 CYCLES"
- ...Sound volume from 0 to 30
- ...Music scale sounds
- ...All the settings return to default
- ...Save the modified settings

*If you select "EXIT" instead of "SAVE AND EXIT" after modifying some settings, the message appears: "YOU DID NOT SAVE. DO YOU WANT TO SAVE? YES/NO." When you choose "YES," the screen shows "NOW SAVING" and returns to MAIN MENU. If you select "NO," "NO MODIFICATION" is shown and then MAIN MENU appears.

(8) GAME OPTIONS

GAME OPTIONS

DIFFICULTY LEVEL	4 MEDIUM
PLAYER'S LIFE	1 PLAY 5 LIVES
EXTRA LIFE	1ST AT 2000 POINTS
EVERY ADDITIONAL	2000 POINTS
VIDEO SCREEN	FLIP MIRROR
VIOLENT MODE	BLOODY
FACTORY SETTINGS	
SAVE AND EXIT	
EXIT	

1PLYR START=UP/2PLYR START=DOWN

GUN TRIGGER=MODIFY SETTING

- ...Select out of 8 levels
- ...Select from 1 to 9 lives
- ...Select out of "1st/1000, 2nd/1000," "1st/1000, 2nd/2000," "1st/2000, 2nd/2000," "1st/2000, 2nd/3000," "NO EXTRA LIFE"
- ... "MIRROR," "UPSIDE DOWN," "NO MIRROR," "MIRROR FLIP"
- ...Select out of "BLOODY" or "CLEAN"
- ...Same as "SOUND OPTIONS"

(9) COIN OPTIONS

COIN OPTIONS	
FREE PLAY	NO
COIN MECHANISM	COMMON
COIN SLOT1	1 COIN 1 CREDIT
COIN SLOT2	1 COIN 1 CREDIT
PREMIUM START	YES 1
2 CREDITS TO START	
1 CREDIT TO CONTINUE	
FACTORY SETTINGS	
SAVE AND EXIT	
EXIT	
1PLYR START=UP/2PLRY START=DOWN GUN TRIGGER=MODIFY SETTING	

... "NO," "YES"

... You can change this with DIP switch 1 on the main PCB (sw2)

... "NO" or "YES 1" to "YES 4." (You can set the play fee for starting higher than the play fee for continuation)

... Same as "SOUND OPTIONS"

*When the "COIN MECHANISM" is set at "COMMON" on the DIP switch 1 on the main PCB (sw2 is "OFF"). On the cabinet with 2 coin slots, coin setting must be done for each coin slot.

When the "COIN MECHANISM" is set at "INDEPENDENT" on the DIP switch 1 on the main PCB (sw2 is "ON"), the left coin slot will be for player 1, the right one for player 2.

When you want "PREMIUM START" setting, choose the number of extra coins necessary for starting, then decide the coin setting for continuation. The number of coins for starting will be the sum of both numbers. If you do not set premium start, the number of coins necessary for start and continuation will be the same.

***COIN SETTING OPTIONS**

COIN(S)	1	1	1	1	1	1	1	2	2	2	3	3	3	4	4	4
CREDIT(S)	1	2	3	4	5	6	7	1	3	5	1	2	4	1	3	5

TROUBLESHOOTING ABOUT GUN AND MONITOR

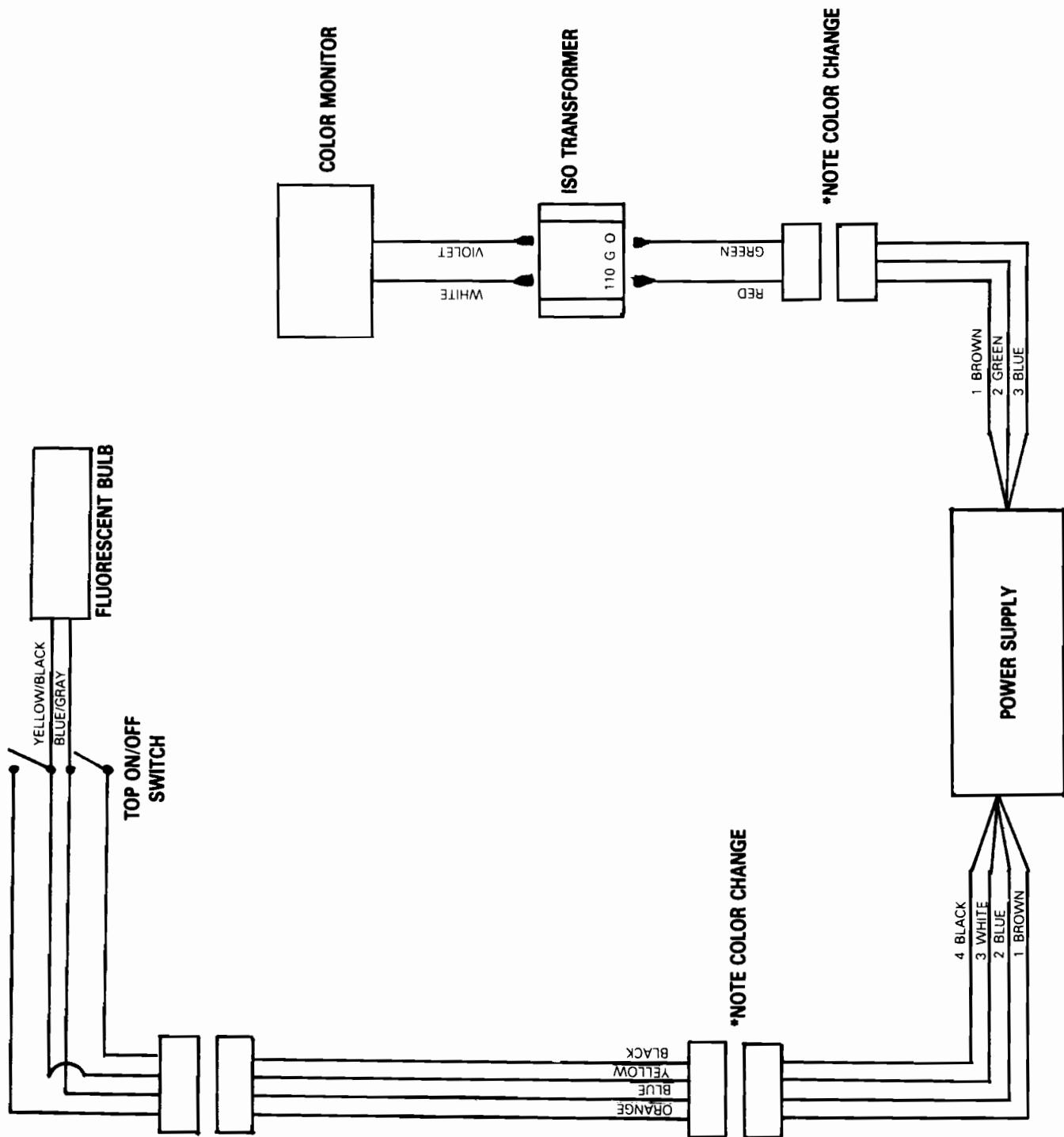
Here is a list of commonly found problems and their possible solutions.

- Erratic gun shot placement.
 - Check to see that there is no reflected light from fluorescent or neon lights bouncing off of the screen. Strong sunlight also affects the shot placement.
- You cannot shoot a certain area in the screen.
 - Check to see the monitor's purity with red, blue, green, and white screen in the "COLOR CHECK" in the Manual Test. If you find purity problems, you should degauss the monitor.
 - Check to see there is no magnetic equipment around the cabinet. This may also cause the monitor to become magnetized.
 - After degaussing the monitor, you can check the gun and monitor in the "GUN CHECK" in the Manual Test.
- Screen flashes when trigger is pulled but no shot is made.
 - Check to see the gun lens inside of the barrel is clean.
 - Adjust the monitor's brightness with color bar screen in the "COLOR CHECK" of the Manual Test.
- **CLEAN MONITOR AND MIRROR REGULARLY.**

LETHAL ENFORCERS II

GUN FIGHTERS

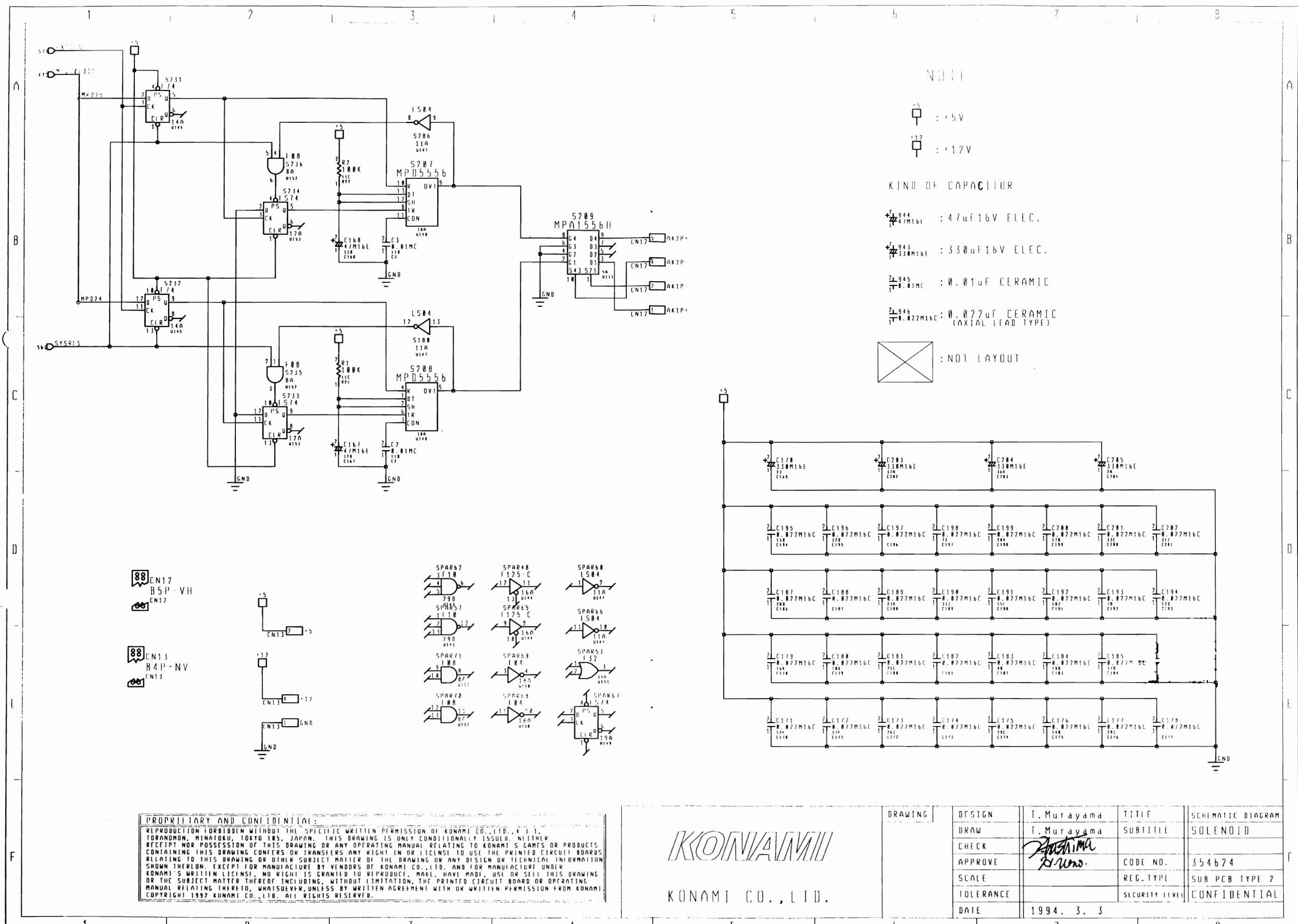
A.C. WIRING HARNESS

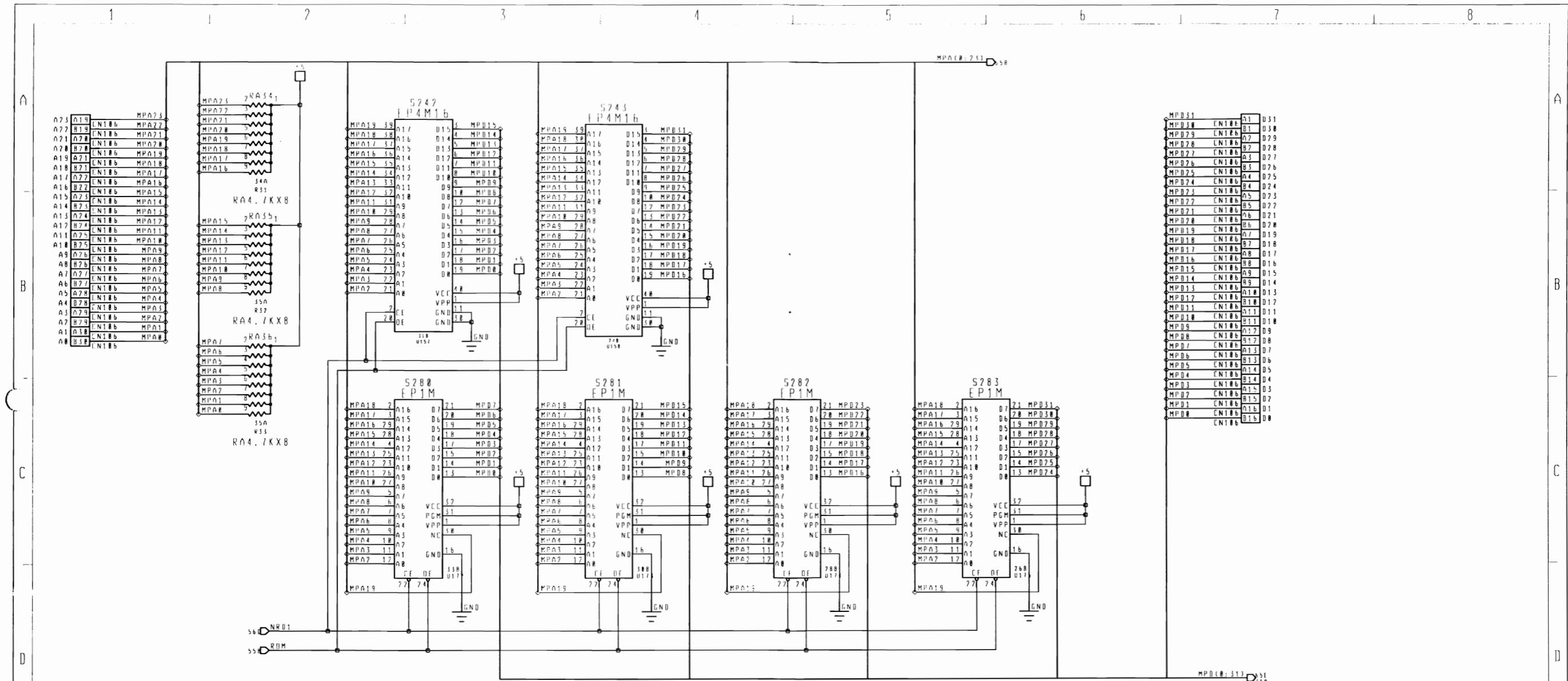


THIS EQUIPMENT COMPLIES
WITH THE REQUIREMENTS IN
PART 15 OF FCC RULES FOR A
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OPERATION OF THIS EQUIP-
MENT IN A RESIDENTIAL AREA
MAY CAUSE UNACCEPTABLE
INTERFERENCE TO RADIO AND
TV RECEPTION REQUIRING THE
OPERATOR TO TAKE WHATEVER
STEPS ARE NECESSARY TO
CORRECT THE INTERFERENCE.
THIS DEVICE MUST ACCEPT
ANY INTERFERENCE RECEIVED,
INCLUDING INTERFERENCE
THAT MAY CAUSE UNDESIRED
OPERATION.

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Telephone: (708) 215-5100, Telex: 6871385 KONAM UW, Fax: (708) 215-9684



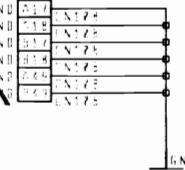
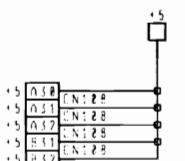
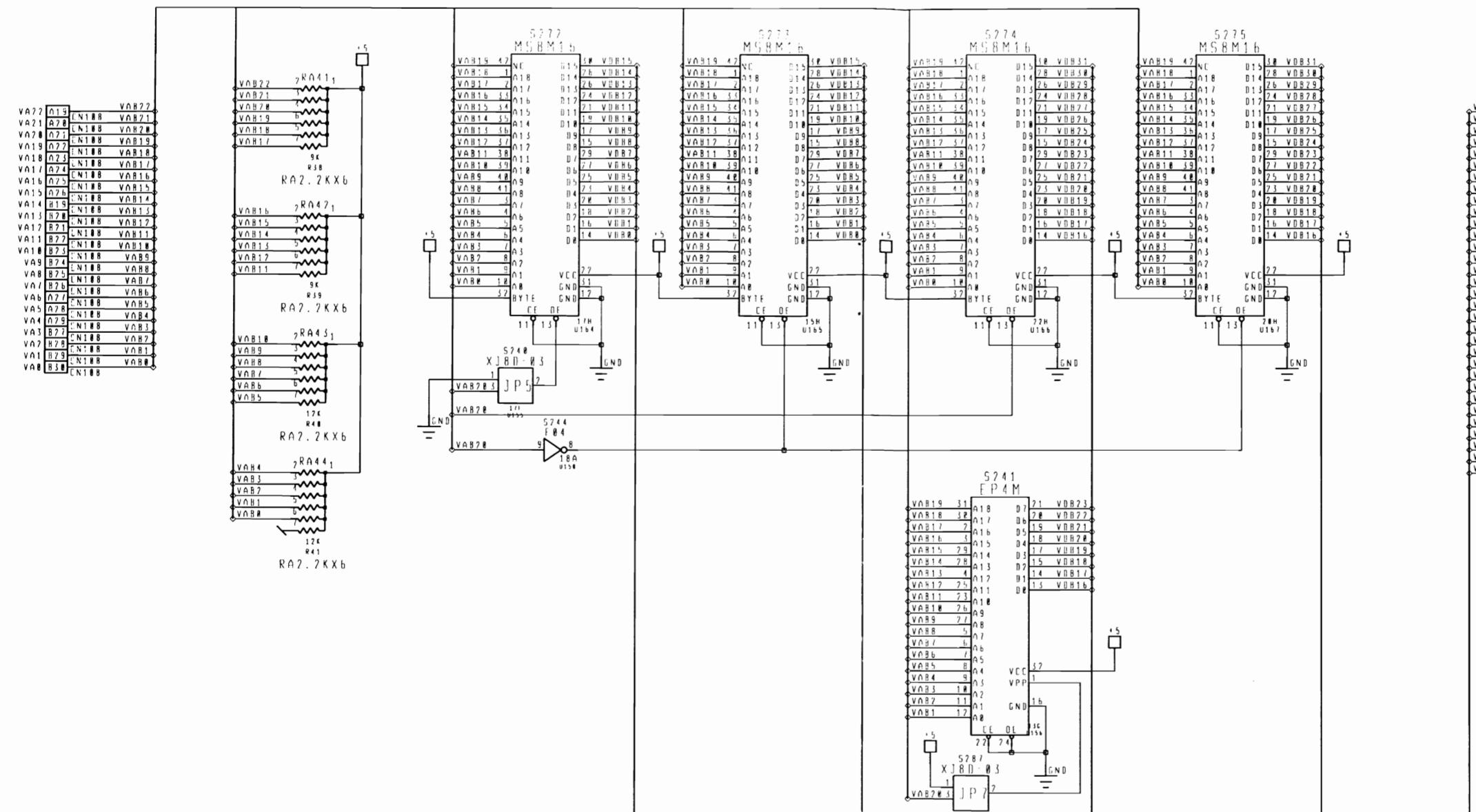


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KONAVILLE

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DESIGN	T. Murayama	TITLE	SCHEMATIC DIAGRAM
DRAW	T. Murayama	SUBTITLE	PROGRAM
CHECK	<i>Yoshihisa</i>		
APPROVE	<i>Y. Murayama</i>	CODE NO.	354624
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TOLERANCE		SECURITY LEVEL	CONFIDENTIAL
DATE	1994 3 3		

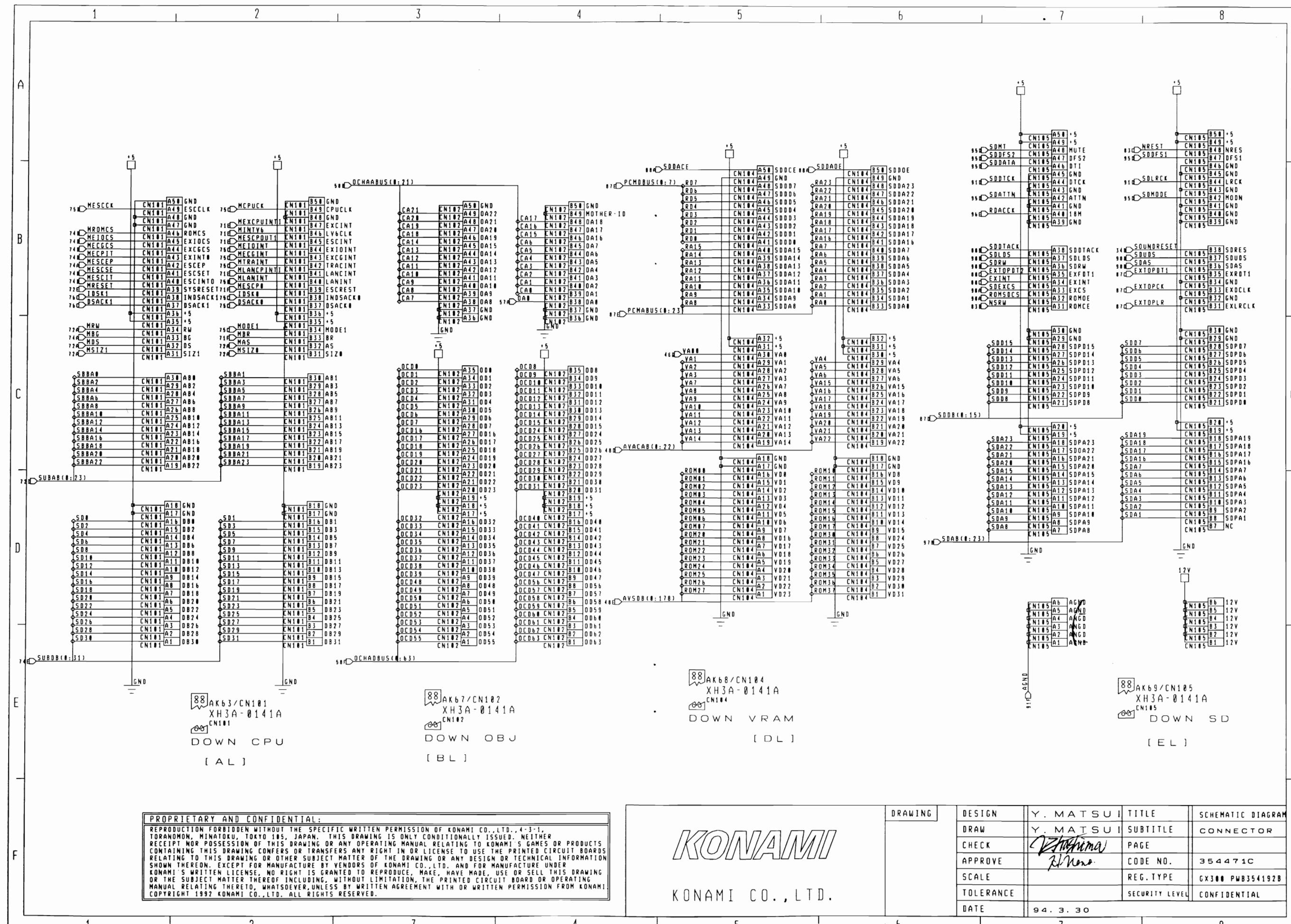


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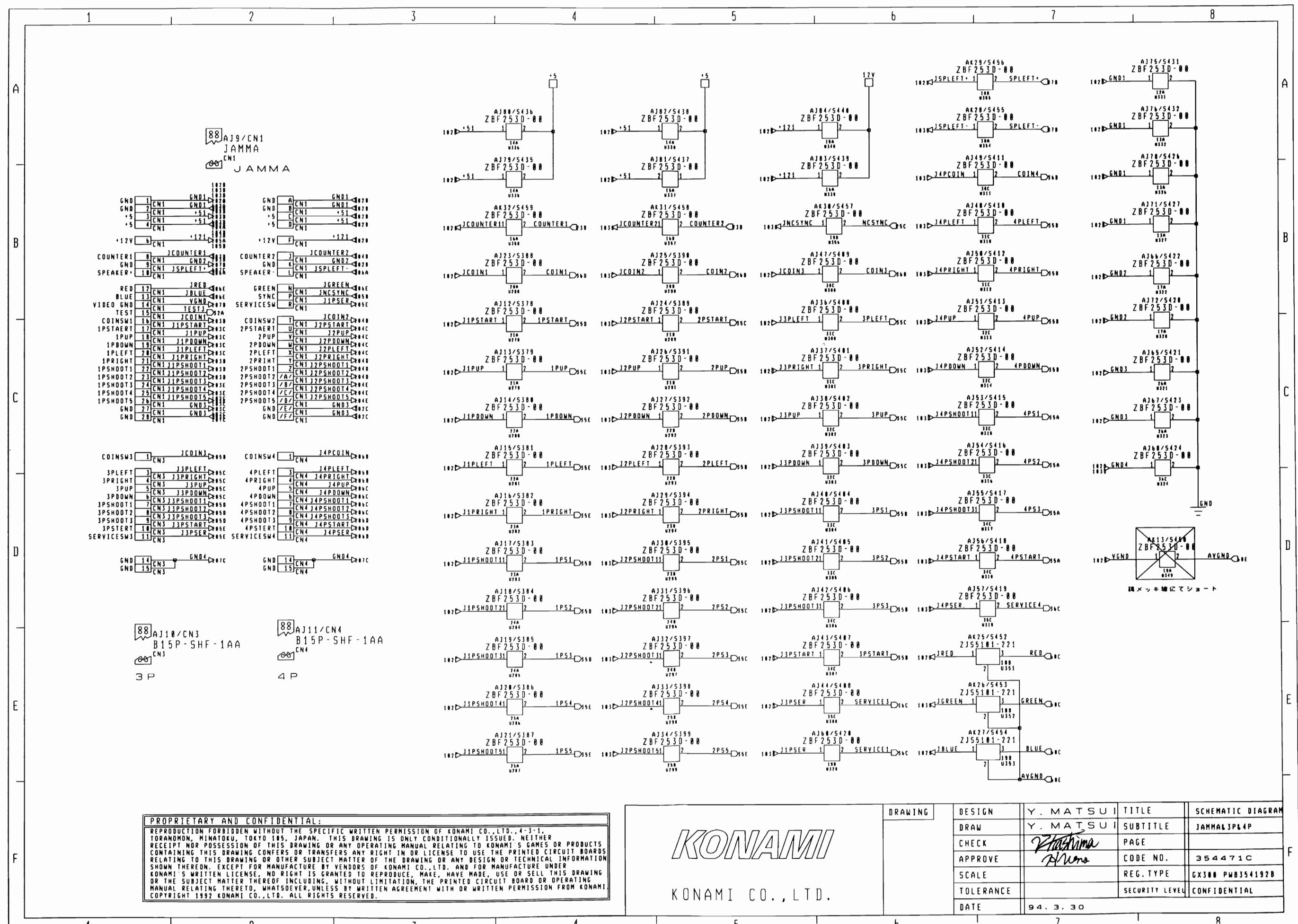
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DRAW		T. Murayama	SUBTITLE	VRAM
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APPROVE		<i>Murayama</i>	COPY NO.	354624
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TOLERANCE			SECURITY LEVEL	CONFIDENTIAL
DATE		1994. 3. 3		

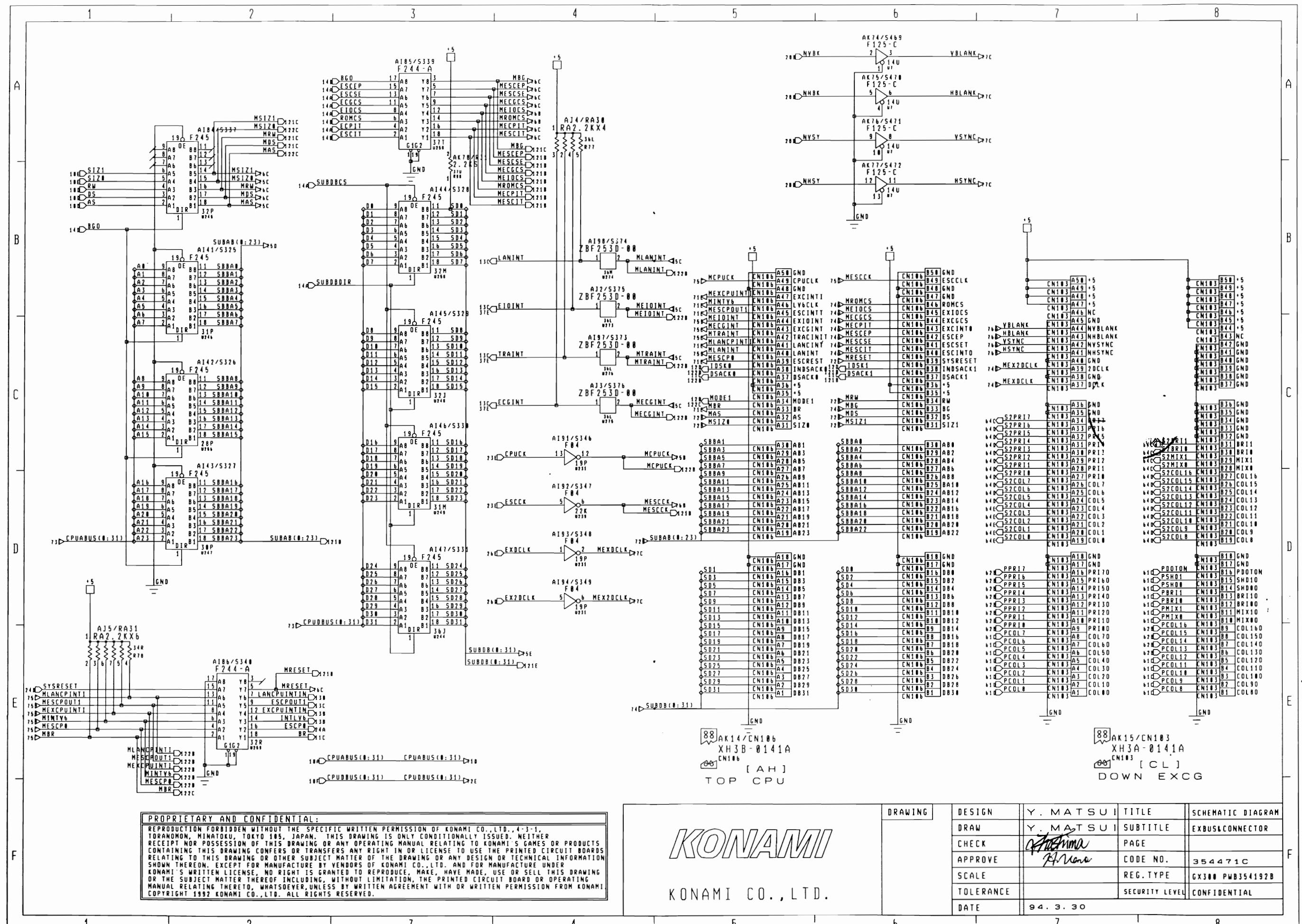


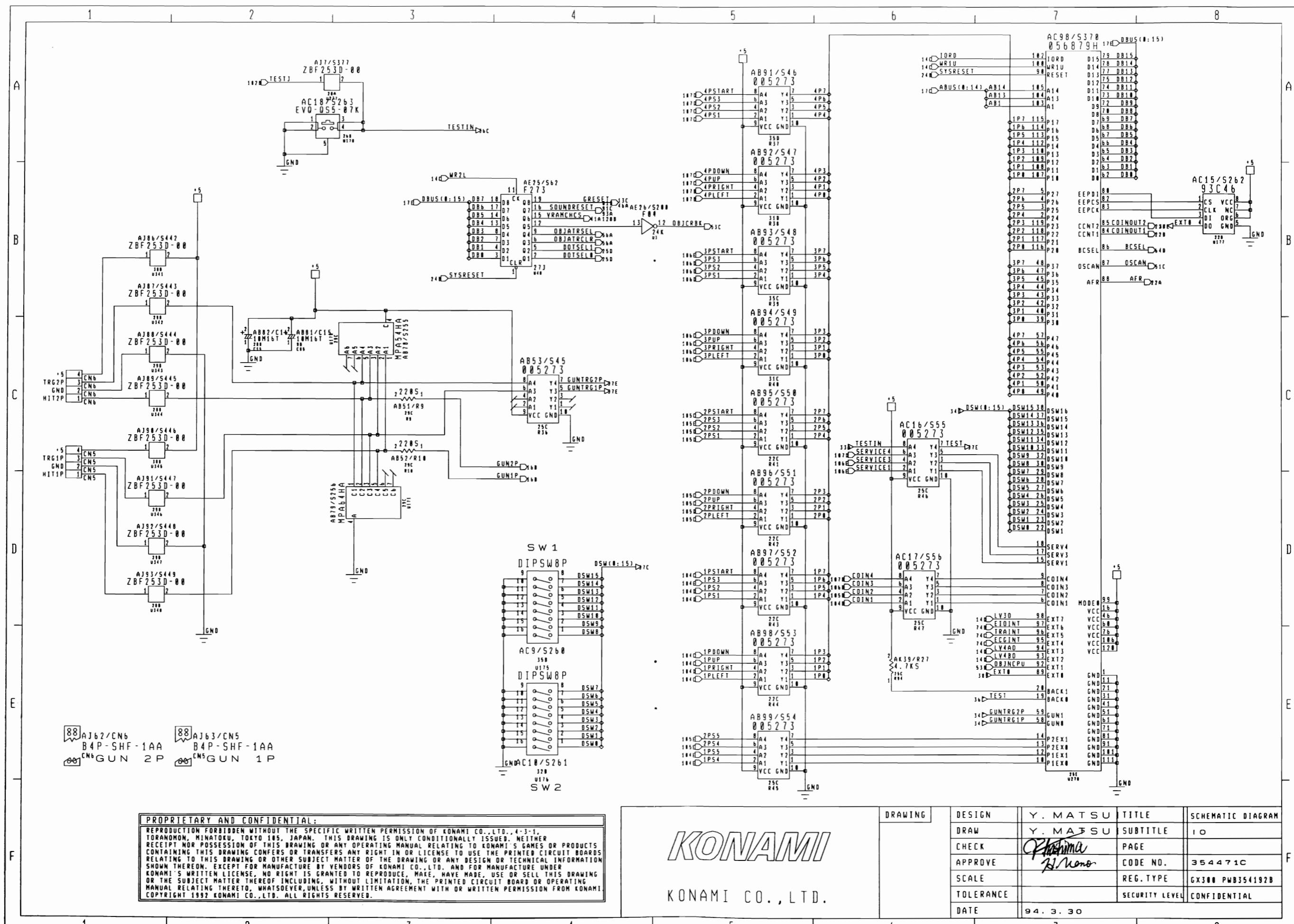
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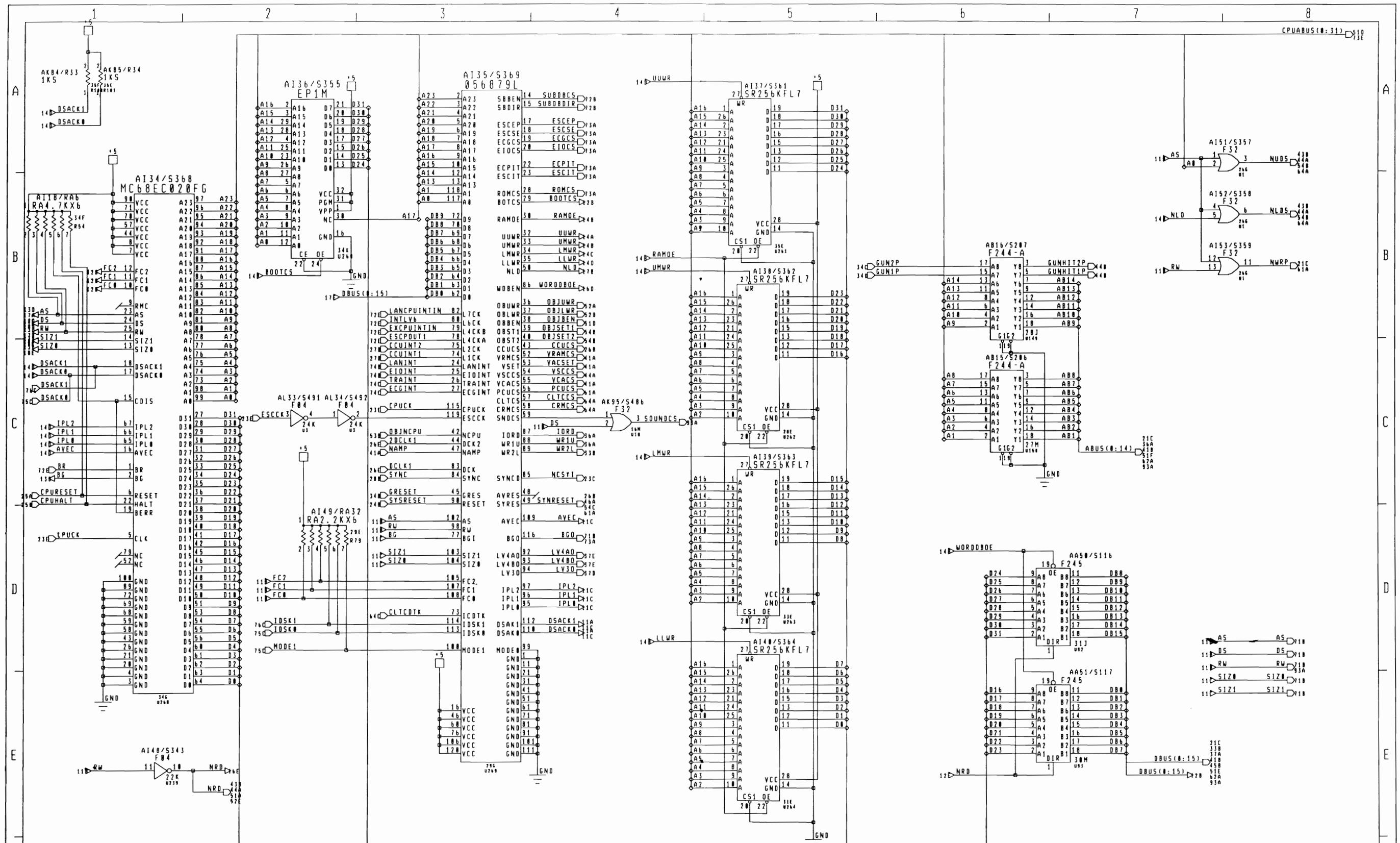
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DRAWING	DESIGN	Y. MATSUI	TITLE	SCHEMATIC DIAGRAM
DRAW	Y. MATSUI	SUBTITLE	CONNECTOR	
CHECK	<i>Kishimoto</i>	PAGE		
APPROVE	<i>None</i>	CODE NO.	354471C	
SCALE		REG. TYPE	GX300 PWB354192B	
TOLERANCE		SECURITY LEVEL	CONFIDENTIAL	
DATE	94. 3. 30			









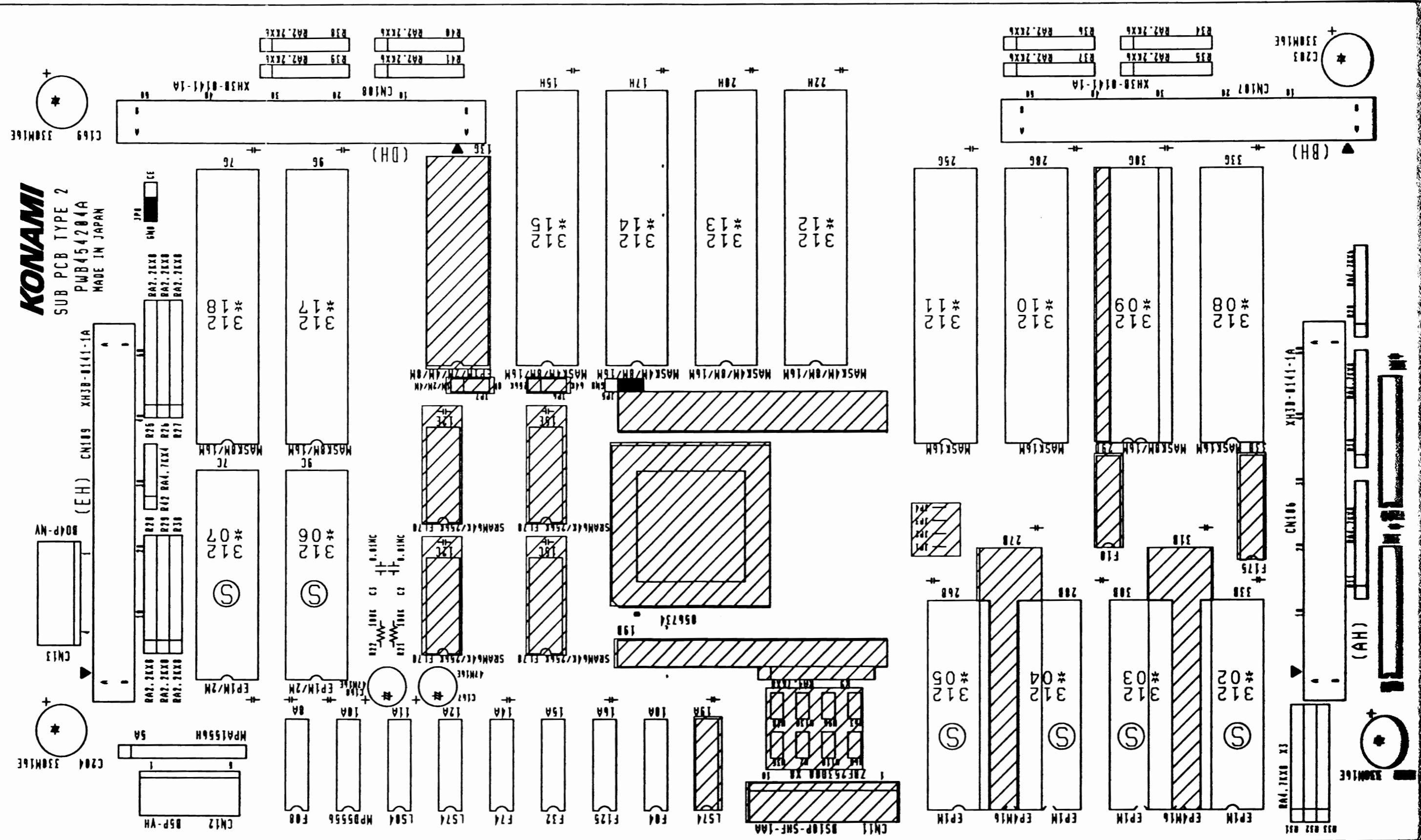
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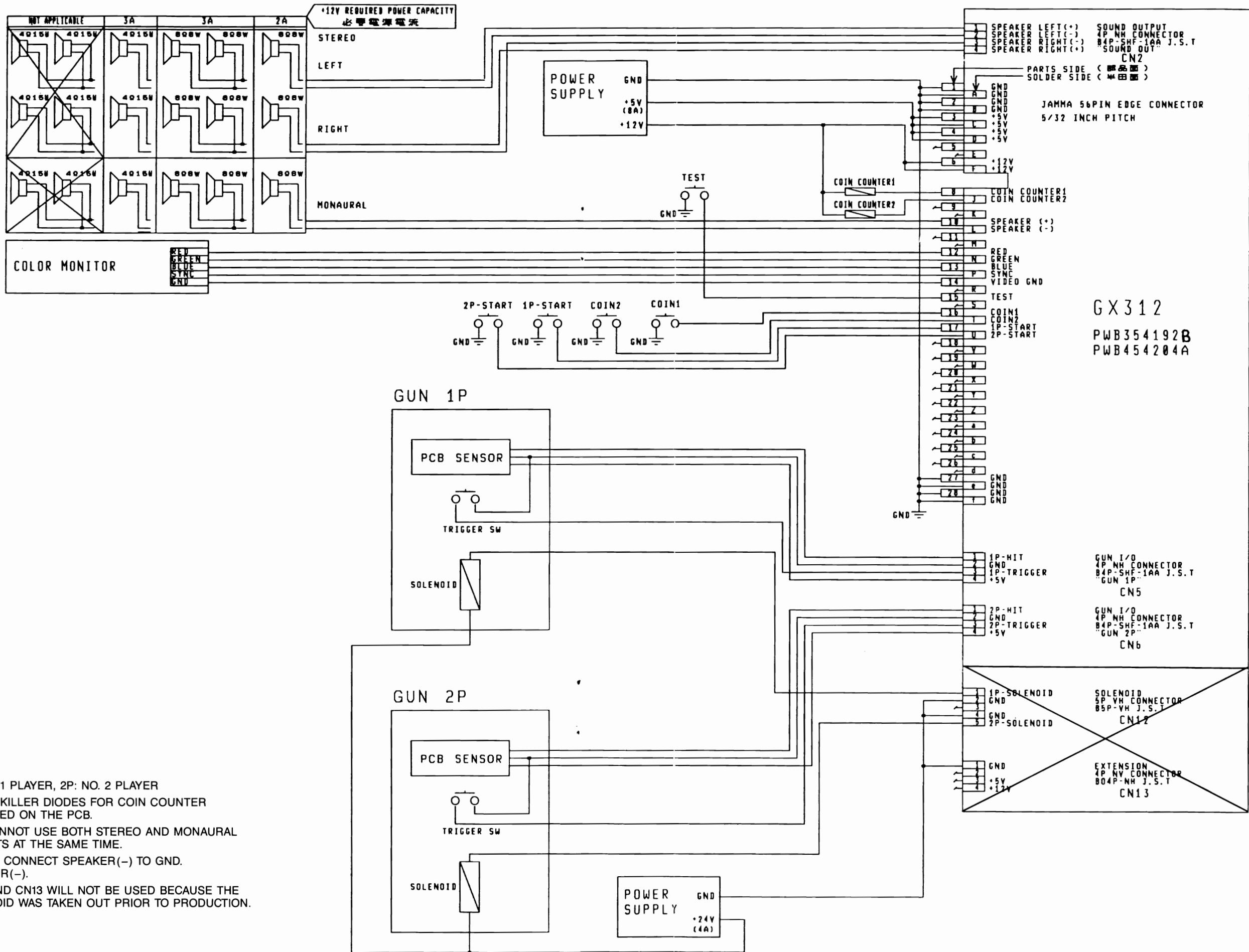
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	APPROVE	<i>A. Yamada</i>	CODE NO.	354471C
	SCALE		REG. TYPE	GX300 PWB354192B
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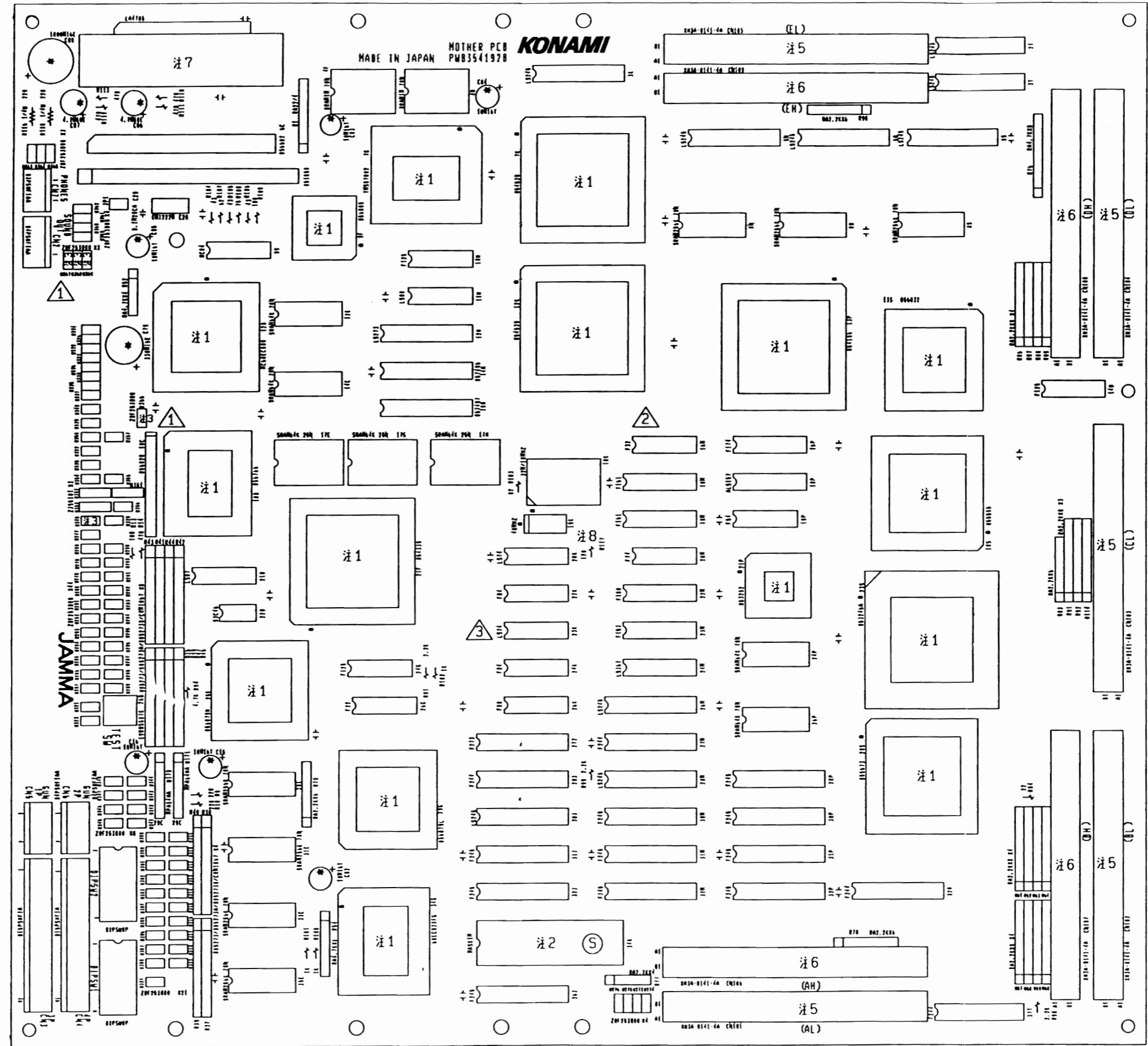
LETHAL ENFORCERS II SUB PCB LAYOUT GUN FIGHTERS

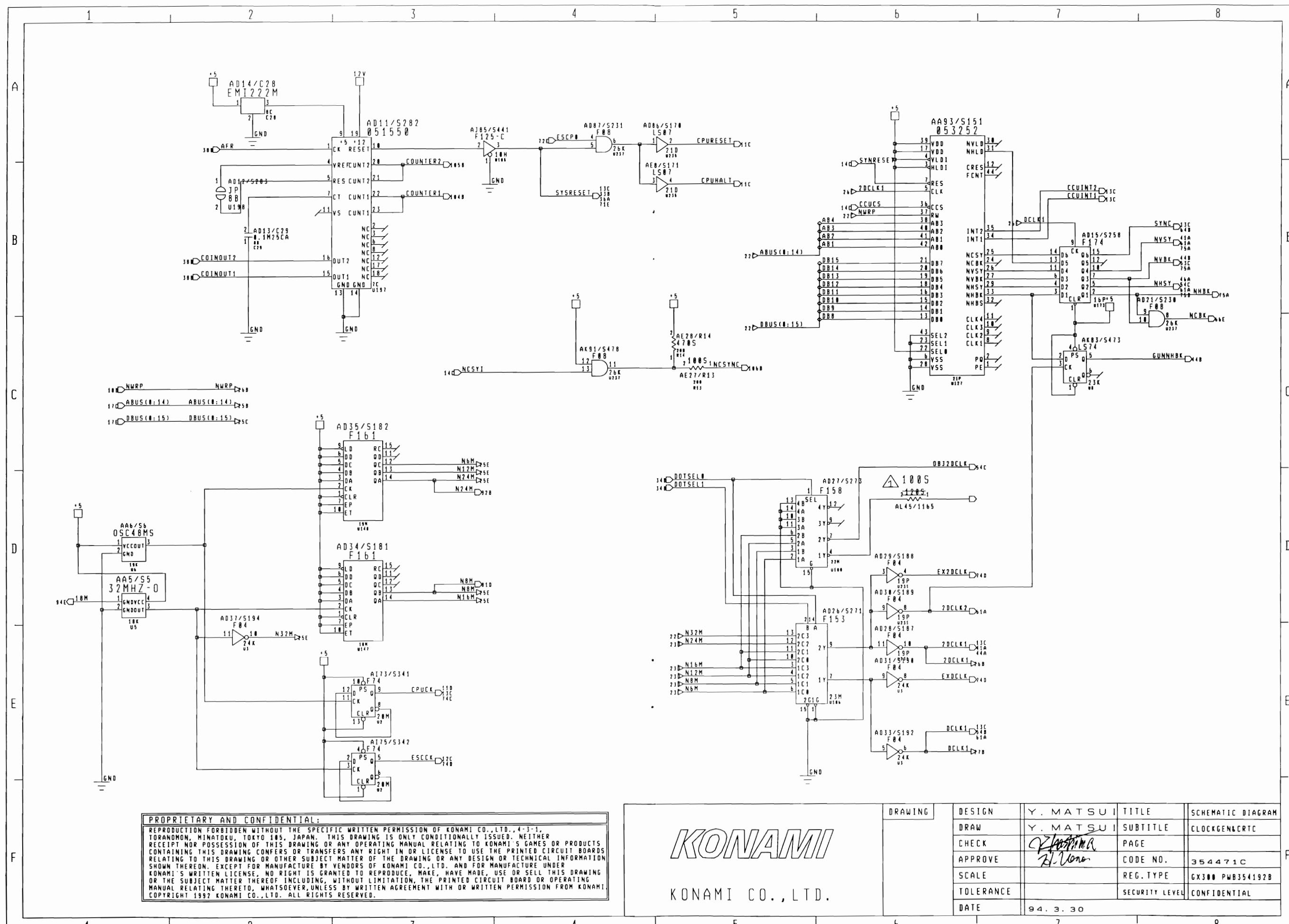


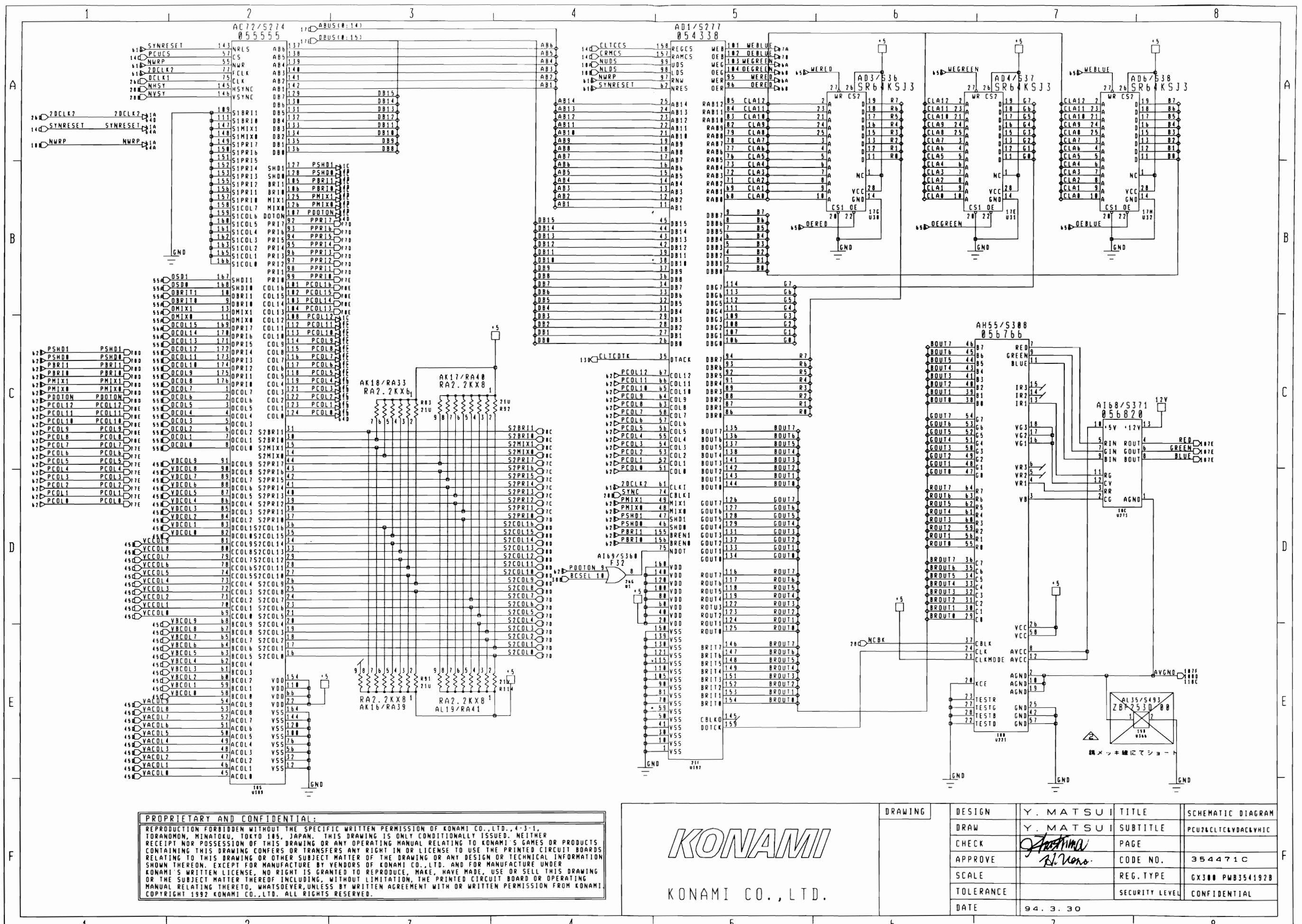
LETHAL ENFORCERS II WIRING DIAGRAM GUN FIGHTERS

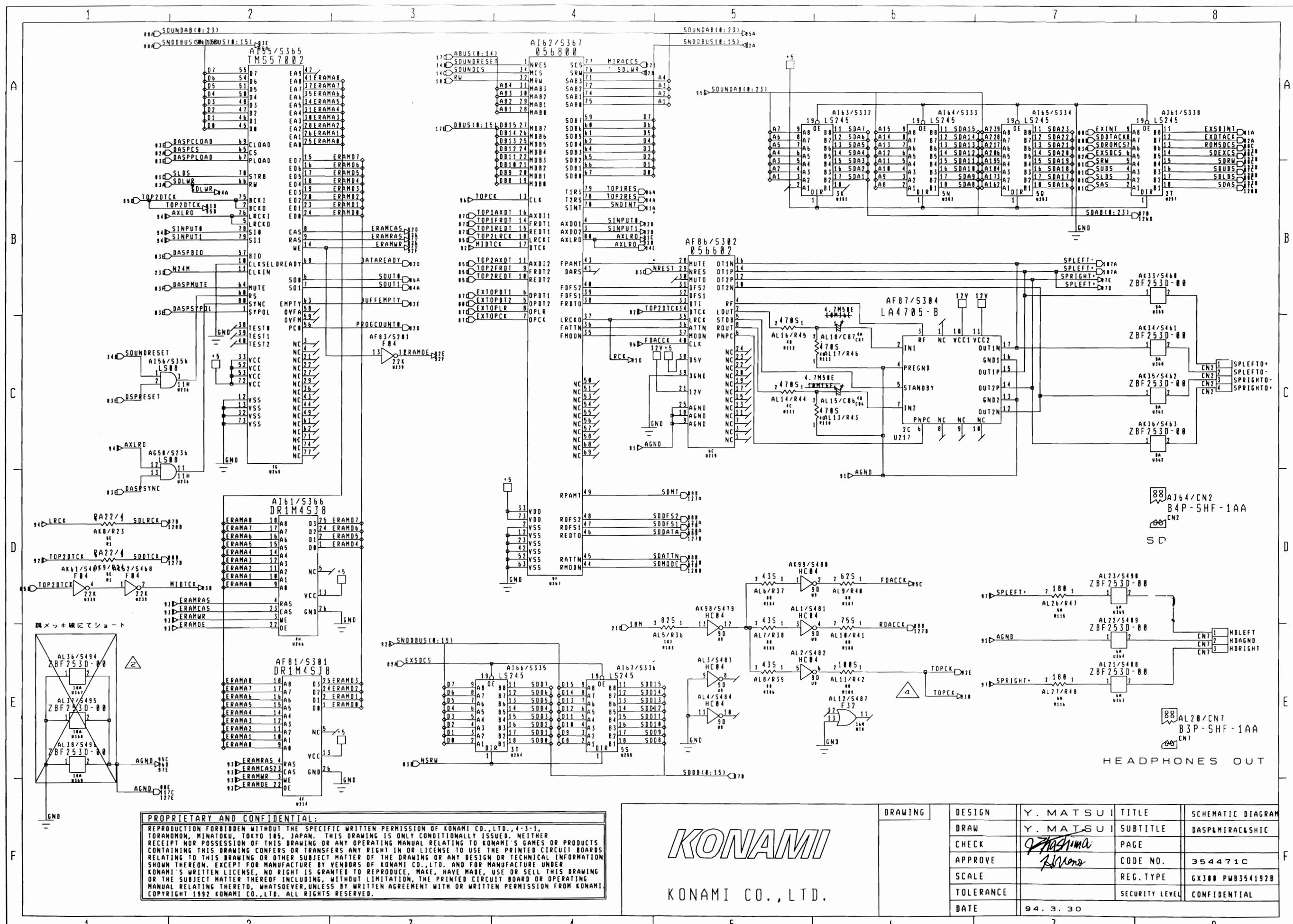


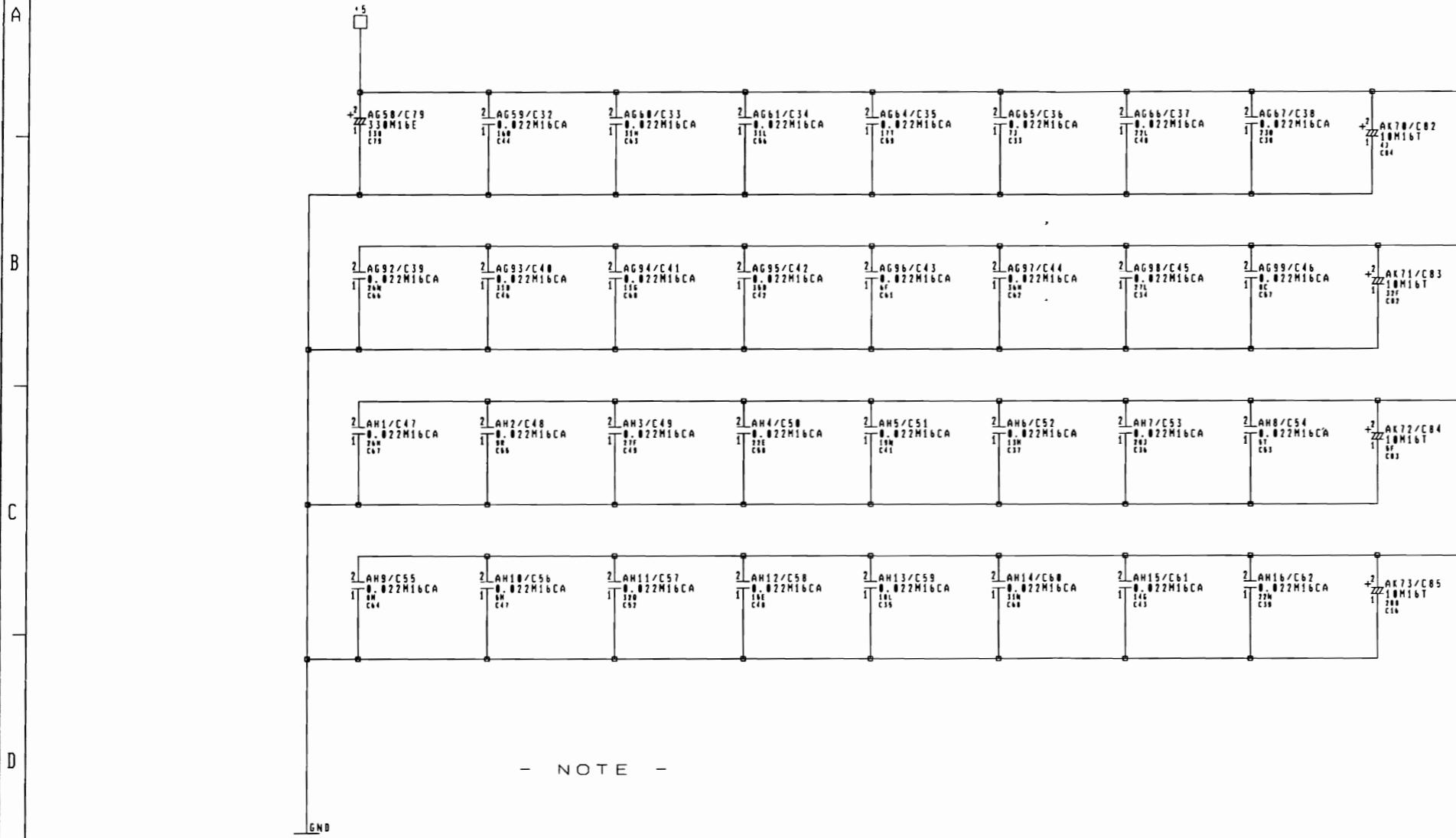
LETHAL ENFORCERS II MOTHER PCB LAYOUT GUN FIGHTERS











- NOTE -

: 5V

: 12V

1000M16E * 1000 μ F Electrolyic capacitor
 330M16E * 330 μ F Electrolyic capacitor
 4.7M50E * 4.7 μ F Tantalum capacitor
 0.1M25CA * 0.1 μ F Ceramic capacitor (AXIAL LEAD TYPE)
 0.022M25CA * 0.022 μ FCeramic capacitor(AXIAL LEAD TYPE)

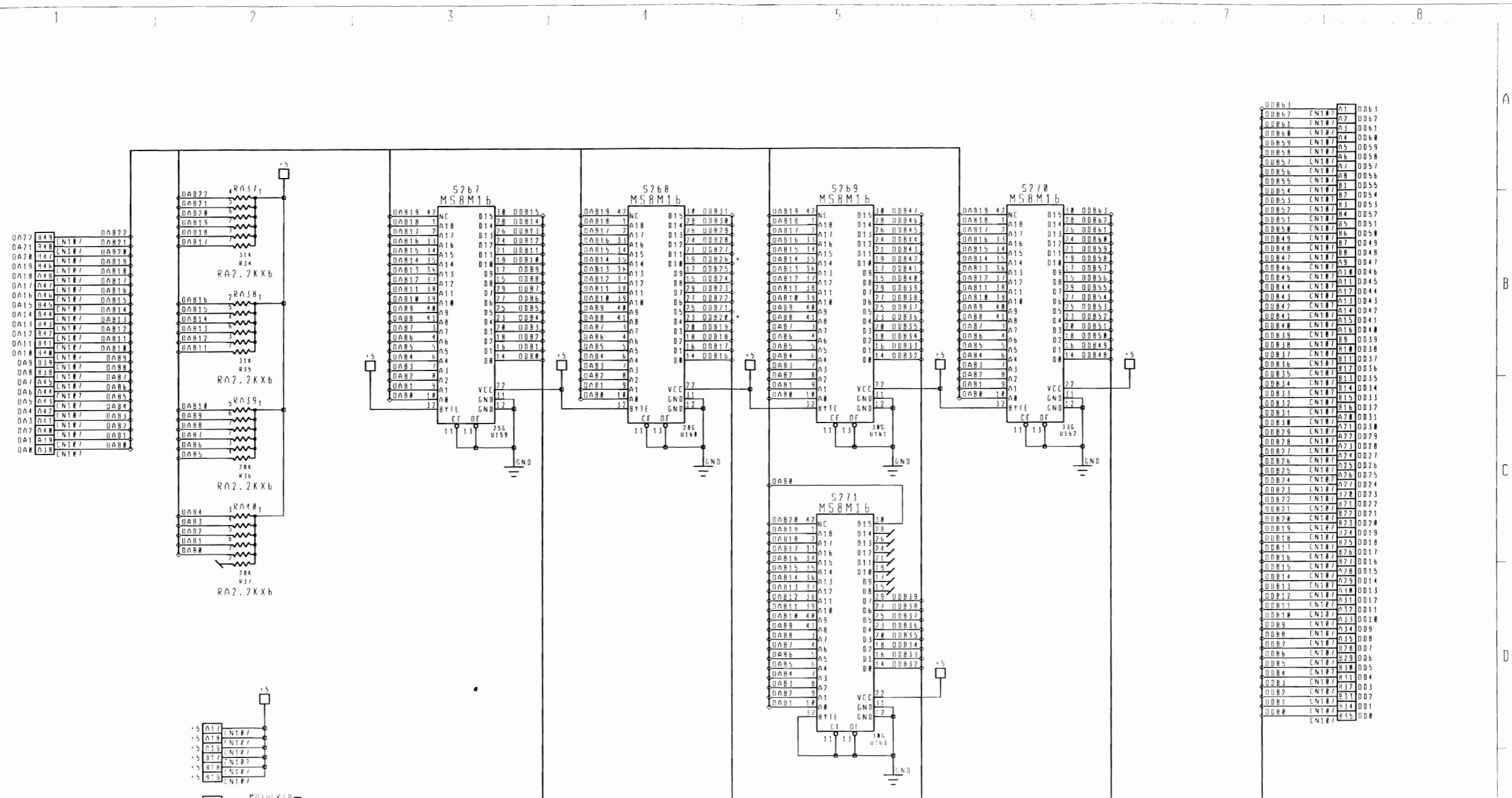
EC NO.	DATE	PAGE	ENGINEERING CHANGE
1	94. 1. 17	2	RESISTANCE CHANGE
2	94. 2. 8	6. 9	CHANGE TO TIN WIRE
3	94. 3. 30	4	ADDITION TO CAPASITOR
4	94. 3. 30	9	LOGICAL CHANGE

DRAWING	DESIGN	Y. MATSUI	TITLE	SCHEMATIC DIAGRAM
DRAW	Y. MATSUI	SUBTITLE	PASS CON	
CHECK	<i>Matsu</i>	PAGE		
APPROVE	<i>Matsu</i>	CODE NO.	354471C	
SCALE		REG. TYPE	GX300 PWB354192B	
TOLERANCE		SECURITY LEVEL	CONFIDENTIAL	
DATE	94. 3. 30			

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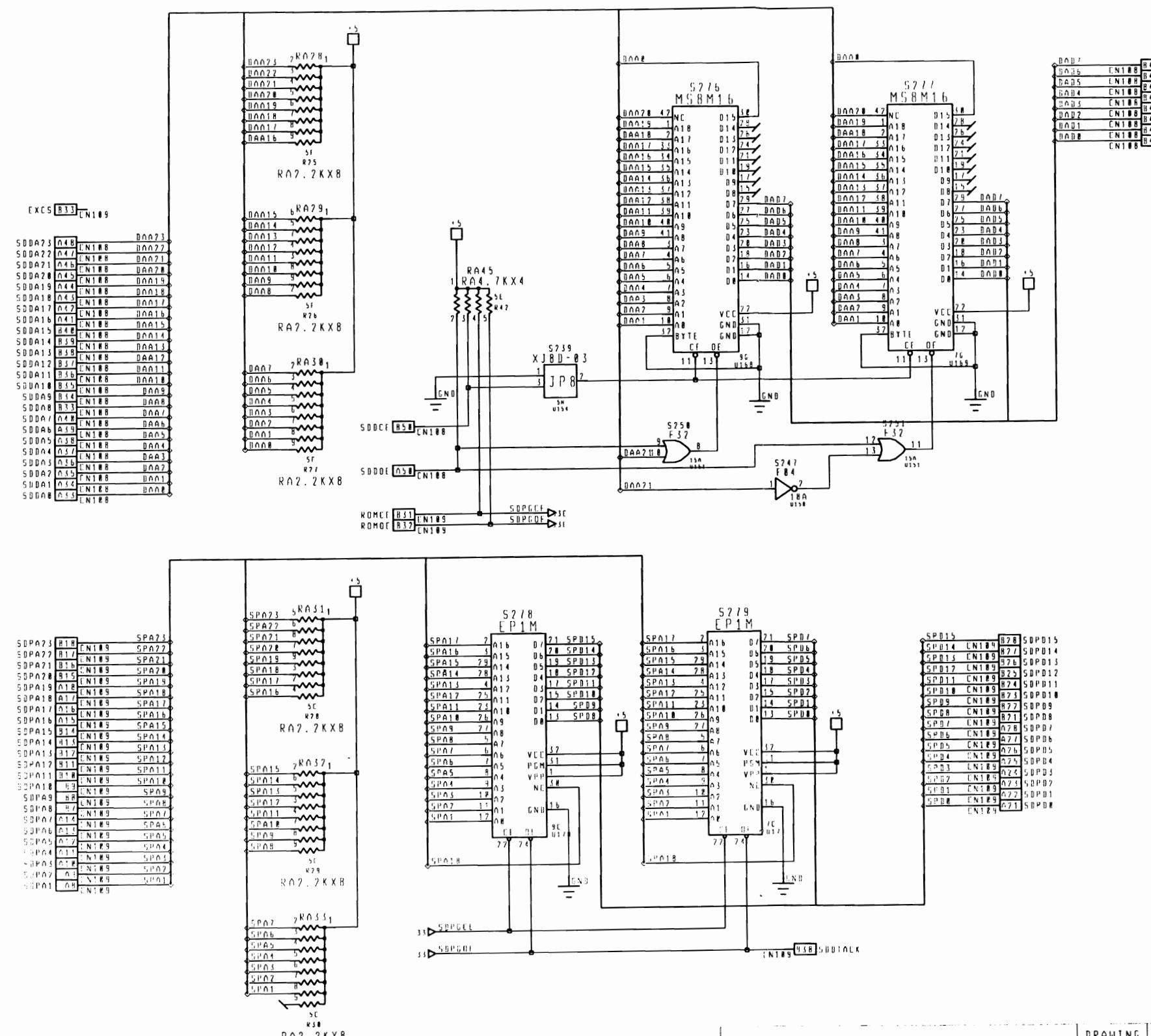


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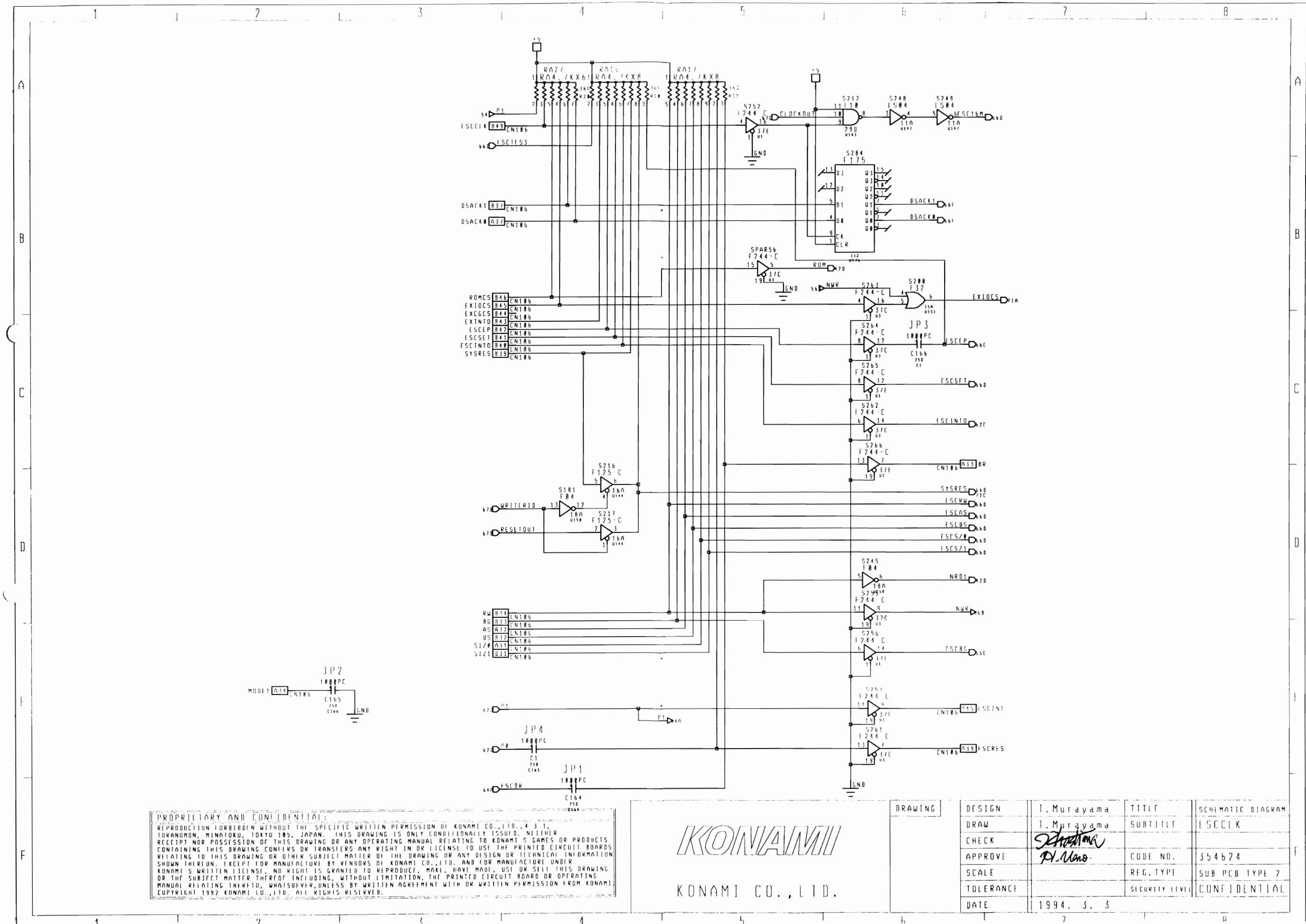
DRAWING	DESIGN	T. Murayama	TITLE	SCHEMATIC DIAGRAM
DRAW		T. Murayama	SUBTITLE	OBJ
CHECK		<i>Yoshina</i>	PAGE	
APPROVE		<i>A. Ueno.</i>	CODE NO.	354624
SCALE			REG. TYPE	SUB PCB TYPE 2
TOLERANCE			SECURITY LEVEL	CONFIDENTIAL
DATE		1994. 3. 3		



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DRAWING	DESIGN	T. Murayama	TITLE	SCHEMATIC DIAGRAM
DRAW		T. Murayama	SUBTITLE	SOUND
CHECK		<i>Yoshihiko</i>		
APPROVE		<i>Y. Mura</i>	CODE NO.	354624
SCALE			REG. TYPE	SUB PCB TYPE 2
TOLERANCE			SECURITY LEVEL	CONFIDENTIAL
DATE		1994. 3. 3		



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DRAWING	DESIGN	I. Murayama	TITLE	SCHEMATIC DIAGRAM
DRAW	I. Murayama		SUBTITLE	ESCC1K
CHECK	<i>Shohtomo</i>			
APPROVE	<i>P. Mino</i>		CODE NO.	354624
SCALE			REG. TYPE	SUB PCB TYPE 2
TOLERANCE			SECURITY LEVEL	CONFIDENTIAL
DATE	1994. 3. 3			